A Necromancer's Grimoire:

Märchen der Dæmonwulf

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Pathfinder
ROLEPLAYING GAME COMPATIBLE

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Sidebar: Terminology

For legal reasons, this book will refer to the person running the game as the "Dungeon Maestro," or "DM" for short. This term reflects the fact that a Dungeon Maestro runs the game in a fashion similar to a maestro directing an orchestra: weaving together diverse and unrelated pieces to form a cohesive story. It acknowledges the complexity of the job without adding an unnecessary sense of the grandiose. Similar titles would set the person running the game above the players, minimizing their importance in the game's story and conclusion. This change is in name only, and in no way indicates a change in the responsibilities of the DM.

Foreword:

The idea for this book was first presented to me by a reader. After reading, and enjoying, *Liber Vampyr* (Necromancers of the Northwest's first release, which aimed to make vampiric characters more accessible to players, and to broaden the horizon of what a vampire could be in Pathfinder's mechanics), he requested that we provide the same treatment for another favorite stalker of the night: the werewolf. Initially, I was skeptical. *Liber Vampyr* was built on a wealth of vampire mythologies, drawn from a number of different sources and mixed together in some sort of unholy cauldron to produce fun and new ideas which would still resonate with players familiar with vampire lore. As far as I knew, werewolves had much less material to draw upon: everyone knows about the aversion to silver, which is already excellently represented by the existing lycanthrope template, and that was about it, as far as I was concerned.

When we began creating these smaller, more "concentrated" sourcebooks, however, the idea returned to me: even if werewolves didn't have enough potential to create another *Liber Vampyr*, I mused, surely they could at least fill an eight-to-sixteen page sourcebook (clever readers will note that we somewhat overshot our target in this regard). Revisiting the topic, I discovered that I had been severely mistaken about werewolves: beyond the typical "American" or "Hollywood" werewolves (for lack of a better term) with which I was familiar, there was, in fact, a wealth of werewolf lore stemming from medieval (and older) European beliefs, with nary a mention of silver, but myriads of other things rarely associated with werewolves in today's popular media, including poisonous claws and breath, a weakness to mistletoe and ash wood, infernal pacts, and, perhaps strangest of all, the idea that werewolves were actually *undead*.

Faced with far more material than we could possibly hope to fit into the modest volume we had decided upon, we decided to scale back as best we could and focus on the basics: at its heart, I believe that *Liber Vampyr*'s greatest success was its "build your own class" approach, letting players choose which of the many vampiric powers (drawn from the many different versions of vampires found in folklore and popular media) they wanted their character to have. This time, however, we aimed to improve on the overall method, making the "building blocks" readily available to players who aren't willing to invest in an entire class (for example, existing characters who are already invested in another class) but still want to play in the proverbial lycanthrope sandbox. To this end, we decided to distill these werewolf powers into feats, and then provide a base class which would be able to make best use of them (plus a little something all its own), while still making the feats themselves available to anyone who wanted them.

Most likely it will only be a matter of time before we return to werewolves. Already we've had to hold off on two to three prestige classes, at least one template, a base race or two, and at least one entire series of feats, simply in order to keep this book down to a reasonable size and ensure its timely release. In the meantime, I'm very proud with how our werewolf experiment has turned out, and I hope that you will be, as well. After all, while we make every product with you, the reader, in mind, never has this been more the case than with this book.

~Alex Riggs, Head of Design

Introduction

A Necromancer's Grimoire: Marchen der Daemonwulf approaches werewolves from a novel perspective: drawing together a variety of werewolf powers and traits from a number of different sources in folklore and popular media, then allowing players to build their own werewolf character by combining these traits and powers in different ways. For the most part, these "building blocks" come in the form of feats, starting with the Curse of the Beast feat, which allows a character to transform into a wolf, but also forces him to deal with a number of dangerous side-effects.

While any character can take Curse of the Beast, and from there gain access to a wide variety of more exotic werewolf powers, the undisputed master of lycanthropy is the lycaonite (pronounced *lie-kay-oh-night*). The lycaonite class represents a character who actively delves into the power of lycanthropy, gaining a number of werewolf-related bonus feats, and also gaining a number of class features which are tied to the phases of the moon.

Finally, in addition to the lycaonite class and over 50 werewolf-related feats, *Marchen der Daemonwulf* contains a number of magic items, drawn from werewolf lore, and which should prove invaluable in any lycanthrope-heavy game.

Lycaonite

"I've seen the way people look at me: like I'm a monster, a mindless killing machine, a rabid beast to be put down. Maybe they're right. Maybe I am that dangerous. But it doesn't matter. They don't understand. They don't even bother to try. To them I'm just a monster. But do they stop to think that maybe I didn't want this? That it was inflicted upon me against my will? That every minute of every day I fight the beast inside me, trying to contain it and keep it from ripping those smug, righteous curs apart like so much sackcloth? No. Of course they don't. Because I'm just a monster."

~Sarak Naar, Lycaonite

Lycaonites are individuals who have been branded with the curse of lycanthropy—a heavy burden to bear. The source of the curse varies: some are born werewolves, inheriting the condition from their parents or simply being born under inauspicious stars. Others are cursed by malevolent forces, sometimes for some crime or injustice they committed, and sometimes out of simple spite or jealousy. Regardless of the source of the curse, lycaonites represent those werewolves who specifically set out to master their curse, either suppressing it and controlling it in ways that most werewolves can't hope to do, or else encouraging their inner beast, giving in to their darker urges, and drawing power from the curse meant to lay them low.

Making a Lycaonite

First and foremost, lycaonites are melee combatants, who revel in sinking their teeth into the flesh of their foes.

Abilities: As melee combatants, lycaonites benefit from a high Strength score to increase their attack and damage rolls, a high Dexterity score to increase their AC, and a high Constitution to grant them extra hit points. Because lycaonites must regularly make Will saves to stay in control of their bloodlust, they also benefit from a high Wisdom.

Alignment: Lycaonites can be of any alignment, though most tend towards chaotic and evil alignments, as their inner beast drives them into darkness. Still, particularly strong-willed lycaonites can remain lawful or even good, and, in fact, some young men and women willingly accept the curse of lycanthropy from angels or good deities in order to use it to combat the forces of darkness in the world.

Starting Gold: 3d6 x 10 gp
Starting Age: As barbarian
Hit Dice: d12

Class Skills

The lycaonite's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int),

Table 1-1: The Lycaonite

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Lycanthrope
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Extended Transformation, Lunar Rage
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Lunar Skills, Silver Fang
6	+6/+1	+5	+2	+2	Bonus Feat, Improved Bite
7	+7/+2	+5	+2	+2	Lunar Agility
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	Lunar Bloodlust
10	+10/+5	+7	+3	+3	Bonus Feat
11	+11/+6/ +1	+7	+3	+3	Greater Bite
12	+12/+7/+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+8	+4	+4	Lunar Adept
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	Lunar Resilience
16	+16/+11/+6/+1	+10	+5	+5	Bite Mastery, Bonus Feat
17	+17/+12/+7/+2	+10	+5	+5	Lunar Vigor
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	Lunar Frenzy
20	+20/+15/+10/+5	+12	+6	+6	Summon the Blood Moon

Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis) Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at each Level: 2 + Intelligence modifier

Class Features

The following are class features of the lycaonite class.

Weapon and Armor Proficiency: Lycaonites are proficient with all simple weapons and light armor, but not with shields. Lycaonites are always considered proficient with any natural weapons they gain from feats or class features granted by the lycaonite class.

Lycanthrope: Lycaonites gain Curse of the Beast as a bonus feat at 1st level, except that they can make a willing transformation a number of times per day equal to 1/2 their class level (minimum 1), instead of the normal 1/4 their character level (minimum 1). If the lycaonite is a multi-class character, he can make a number of willing transformations each day equal to 1/2 his class level + 1/4 his non-class levels, rounded down in all cases.

Bonus Feats: At 2nd level, and every even-numbered level thereafter besides 20th, the lycaonite gains a bonus feat. The bonus feat must be a werewolf feat, and the lycaonite must meet all of the feat's prerequisites.

Extended Transformation: At 3rd level, the lycaonite gains Extended Transformation as a bonus feat.

Lunar Rage (Ex): Beginning at 3rd level, the lycaonite's curse takes a stronger hold over his psyche, and he begins to be affected by the phases of the moon. Initially, this takes the form of a morale bonus (or penalty) to attack and damage, as indicated on the table below. These bonuses, and similar bonuses provided by other lycaonite class features, function regardless of day or night, and the lycaonite need not be able to see the moon in order to gain the bonuses and penalties listed.

Table 1-2: Lunar Rage

Phase	Day of the Month	Effect
New Moon	1st	-2 penalty to attack and damage rolls
Waxing Crescent	2nd - 4th	-1 penalty to attack and damage rolls
Waxing	5th - 11th	-
Waxing Gibbous	12th - 14th	+1 morale bonus to attack and +2 to damage rolls
Full Moon	15th	+3 morale bonus to attack and damage rolls
Waning Gibbous	16th - 18th	+1 morale bonus to attack and +2 to damage rolls
Waning	19th - 25th	-
Waning Crescent	26th - 28th	-1 penalty to attack and damage rolls

Lunar Skills (Ex): Beginning at 5th level, the lycaonite's connection to the phases of the moon grows stronger, affecting a wider variety of his actions, including the following skills: Acrobatics, Climb, Intimidate, Perception, Stealth, Survival, and Swim. The lycaonite gains a number of bonuses and penalties to these skills based on the phase of the moon, as indicated on the table below:

Table 1-3: Lunar Skills

Phase	Day of the Month	Effect
New Moon	1st	-6 penalty
Waxing Crescent	2nd - 4th	-4 penalty
Waxing	5th - 11th	-
Waxing Gibbous	12th - 14th	+4 morale bonus
Full Moon	15th	+8 morale bonus
Waning Gibbous	16th - 18th	+4 morale bonus
Waning	19th - 25th	-
Waning Crescent	26th - 28th	-4 penalty

Silver Fang: At 5th level, the lycaonite gains Silver Fang as a bonus feat.

Improved Bite (Ex): Beginning at 6th level, the lycaonite's inner beast becomes more feral, and its bloodlust becomes more influential. As long as he is transformed with the Curse of the Beast, the lycaonite may make an additional bite attack each round at a -5 penalty while using the full attack action. Note that, under normal circumstances, a character may only make a single attack with each natural attack he possesses, and that this ability only allows the lycaonite to make a total of two bite attacks, one of which is at a -5 penalty.

If the lycaonite is in hybrid form (such as with the Hybrid Form feat), this ability functions somewhat differently. He may still make an additional bite attack at a -5 penalty, but his claw attacks are now treated as secondary. If he chooses to only make a single bite attack, his claws continue to be treated as primary weapons. See the Pathfinder Bestiary for more information on primary and secondary natural attacks. Finally,

Sidebar: What about the other days of the month?

The "month" referred to by lunar rage and similar class features is actually the 28-day lunar cycle, not calendar months. Note that in settings with non-standard lunar cycles (such as a world with multiple moons, or where the moon stays in one place in the sky), there is still a cycle, though it may be longer or shorter than that listed. Consult your DM, and see Lycaonites in the Game, below, for more information on adjudicating the lunar cycle.

Table 1-4: Lunar Agility

Phase	Day of the Month	Effect
New Moon	1st	-6 penalty to initiative, -3 penalty to Reflex saves
Waxing Crescent	2nd - 4th	-2 penalty to initiative, -1 penalty to Reflex saves
Waxing	5th - 11th	-
Waxing Gibbous	12th - 14th	+4 morale bonus to initiative, +2 morale bonus to Reflex saves
Full Moon	15th	+8 morale bonus to initiative, +4 morale bonus to Reflex saves
Waning Gibbous	16th - 18th	+4 morale bonus to initiative, +2 morale bonus to Reflex saves
Waning	19th - 25th	-
Waning Crescent	26th - 28th	-2 penalty to initiative, -1 penalty to Reflex saves

the lycaonite cannot attack with a manufactured or held weapon and use improved bite in the same round.

This class feature improves at 11th level to greater bite, and again at 16th level to bite mastery.

Lunar Agility (Ex): At 7th level, the lycaonite's connection to the moon begins to affect his reflexes, providing a number of morale bonuses and penalties to initiative checks and Reflex saves, based on the phases of the moon, as indicated on Table 1-4: Lunar Agility.

Lunar Bloodlust (Ex): At 9th level, the lycaonite's lunar rage ability improves, causing the bonuses and penalties to grow more severe, as indicated on Table 1-5: Lunar Bloodlust. This ability replaces the lunar rage ability.

Greater Bite (Ex): Beginning at 11th level, the lycaonite's speed with his bite attack improves further still, and he can make a third bite attack at a -10 penalty. This ability otherwise functions the same as the improved bite class feature, above.

Lunar Adept (Ex): At 13th level, the lycaonite gains extra lycanthropic powers which he can only unlock with the aid of the moon. He chooses any two feats which he qualifies for and which he could choose as bonus feats (see bonus feats, above). As long as the moon is full or gibbous, he gains the benefits of these feats. The rest of the time, this ability has no effect.

Lunar Resilience (Ex): At 15th level, the lycaonite's connection to the moon begins to affect his fortitude, providing morale bonuses to Fortitude saves and natural armor bonuses to AC, as well as penalties to these stats, based on phases of the moon, as indicated on Table 1-6: Lunar Resilience, on the next page.

Bite Mastery (Ex): Beginning at 16th level, the lycaonite's speed with his bite attack becomes

Table 1-5: Lunar Bloodlust

Phase	Day of the Month	Effect
New Moon	1st	-3 penalty to attack and damage rolls
Waxing Crescent	2nd - 4th	-2 penalty to attack and damage rolls
Waxing	5th - 11th	-
Waxing Gibbous	12th - 14th	+3 morale bonus to attack and damage rolls
Full Moon	15th	+5 morale bonus to attack and damage rolls
Waning Gibbous	16th - 18th	+3 morale bonus to attack and damage rolls
Waning	19th - 25th	-
Waning Crescent	26th - 28th	-2 penalty to attack and damage rolls

Werewolf, by Isabelle Davis

Table 1-6: Lunar Resilience

Phase	Day of the Month	Effect
New Moon	1st	-4 penalty to AC and Fortitude saves
Waxing Crescent	2nd - 4th	-2 penalty to AC and Fortitude saves
Waxing	5th - 11th	-
Waxing Gibbous	12th - 14th	+4 natural armor, +4 morale bonus to Fortitude saves
Full Moon	15th	+6 natural armor, +5 morale bonus to Fortitude saves
Waning Gibbous	16th - 18th	+4 natural armor, +4 morale bonus to Fortitude saves
Waning	19th - 25th	-
Waning Crescent	26th - 28th	-2 penalty to AC and Fortitude saves

extraordinary, and he can now make a fourth bite attack at a -15 penalty. This ability otherwise functions as greater bite and improved bite, above.

Lunar Vigor (Ex): At 17th level, the lycaonite gains incredible healing powers while the moon is at its height. As long as the moon is gibbous, the lycaonite gains regeneration equal to 1/2 his class level. When the moon is full, this regeneration is instead equal to the lycaonite's class level. Either way, this regeneration ceases to function as long as the lycaonite is within 60 feet of mistletoe, wolf's bane, or wood from an ash tree.

Table 1-7: Lunar Frenzy

Phase	Day of the Month	Effect
New Moon	1st	-6 penalty to attack and damage rolls
Waxing Crescent	2nd - 4th	-3 penalty to attack and damage rolls
Waxing	5th - 11th	-
Waxing Gibbous	12th - 14th	+5 morale bonus to attack and damage rolls
Full Moon	15th	+8 morale bonus to attack and damage rolls
Waning Gibbous	16th - 18th	+5 morale bonus to attack and damage rolls
Waning	19th - 25th	-
Waning Crescent	26th - 28th	-3 penalty to attack and damage rolls

The lycaonite immediately becomes aware if proximity to such an item causes his regeneration to stop functioning, though he does not automatically know the location, or even the direction, of the offending item. When the moon is neither full nor gibbous, this ability has no effect.

Lunar Frenzy (Ex): At 19th level, the lycaonite's lunar bloodlust improves, causing the bonuses and penalties to grow more severe, as indicated on Table 1-7: Lunar Frenzy. This ability replaces the lunar bloodlust and lunar rage abilities.

Summon the Blood Moon (Sp): By 20th level, the lycaonite's bond with the moon becomes so strong that he can magically call a full red moon, known as the blood moon, into the sky once per day, as a standard action which provokes attacks of opportunity. This moon remains in the sky for 10 minutes. During this time the moon is considered to be full, instead of whatever state it is actually in, for the purposes of the lycaonite's class features. Only the lycaonite who used this ability is affected, though the red moon is visible to others. This ability functions at any time of day, and the moon is clearly visible even at high noon, though the lycaonite need not actually see the blood moon to receive its benefits. This ability has no effect on tides, the movement of celestial bodies, or similar phenomena.

Playing a Lycaonite

Lycaonites can come from all walks of life, as their unifying factor is the terrible curse which has transformed them into a monster, and this curse does not discriminate between prince and pauper, nor can it tell saints from sinners. Most lycaonites are filled with bitter anger, both at the cruel circumstances which caused them to become cursed, and at themselves, for most lycaonites loathe the monsters that they feel they have become. This anger is fueled, and in many cases outright caused, by the lycaonite's inner beast, which constantly urges them towards violence and other, darker acts.

Even the most well-adjusted of lycaonites is typically very reserved and slow to trust and make friends, both because they are used to the prejudice and fear that knowledge of their condition creates in others, and because they are well aware there is a chance they may someday lose control and attack someone close to them, and feel it is best if they remain aloof, to minimize the risk to others.

Races: Any race can be the subject of the werewolf's curse, though certain races are more likely than others to invest any effort in mastering their condition, rather than hiding from it. Orcs and half-orcs, in particular, tend to provide a large number of lycaonites, both because many orc tribes have werewolf blood in their lineage, and because the orcish reverence for wolves causes more orcs and half-orcs to embrace their lycanthropic status. Humans, due to their overall prevalence, make up the majority of the lycaonite population.

Religion: Few lycaonites have much use for

religion, and a large number of them bitterly hate at least one deity or church, or else the entire concept of gods and clerics in general. These feelings are generally due to the lycaonite's anger and frustration at being cursed, and, in fact, many lycaonites receive their curse directly from a deity, typically resulting in an exceptionally fierce hatred. Still, there are lycaonites who find solace in religion, especially if the deity in question has a favorable view towards redemption for creatures such as werewolves.

Other Classes: Though few lycaonites have much use for religion, this hatred rarely extends to clerics, especially if they are not exceptionally preachy about their views. Mistrustful of most people, lycaonites are typically even more suspicious of wizards, sorcerers, and other arcane spellcasters. Lycaonites often get along best with barbarians and rangers, with whom they often feel they have common ground. Lycaonites tend to be bitterly divided in their view of druids, some holding great reverence for these "custodians of nature," while others view them as soft, weak, and noncommittal.

Lycaonites in the World

"Those monsters are Asmodeus incarnate! Unnatural beasts, they perform secret and terrible pacts with dark powers—demons, devils, and worse, most likely—to gain their awful power, transforming into ruthless, mindless, murderous fiends. Each one has a heart blacker than the darkest night, but their eyes gleam with a bright red hatred and malevolence. Have no doubt that these foul heretics must be stopped at all costs and put to the torch without remorse or regret, but also have no doubt that they are dangerous: their wickedness knows no bounds, and they have the strength and savagery of the beast combined with the cunning of a man. They are a scourge best left to professionals to remove."

~Kenneth Fetten, werewolf hunter

Daily Life: While some werewolves do their best to live normal and everyday lives, most lycaonites instead embrace their lycanthropic nature, attempting to get in touch with their inner beast. Some do this in order to better quell and control it, while others are simply interested in tapping into its power. The exact nature of this process varies depending on the lycaonite, but some examples include meditation, spending time in the company of animals, sparring and strenuous exercise, more earnest blood sports, or foraging through the wilderness. Conscientious lycaonites always take care to ensure that they are far from civilization when they make camp, or else otherwise ensure that they aren't likely to kill any innocents during the night if they are unable to control their transformation.

Notables: Many of the most famous lycaonites are known not by their given names, or even as human beings, but rather with fanciful names such as "The Beast of Gevaudanar" or "The Wolf of Asbencester," for they gain their fame primarily through a string of grizzly murders while in bestial form. Most lycaonites die in obscurity, without achieving great fame as either man or beast. Despite all of this, a handful of lycaonites—especially those who focus on controlling their inner beast—may make some small notoriety for themselves, usually after settling down to the life of a hermit or sage in some small and remote location.

Organizations: Loners by nature, and hailing from a wide variety of races, religions, and social classes, lycaonites rarely spend much time in each others' company. Not precisely commonplace to begin with, few lycaonites are willing to admit to their true nature, and so even when two of them do chance to meet, they are unlikely to discover their common bond. Even if they do, most lycaonites feel such disgust towards their own inner beast that they can think of nothing they would like less than the company of another like themselves. That said, rumors do arise every few years about a secluded and hidden monastery or coven of lycaonites, which seek out those with the curse and take them into the fold, teaching them to harness and control their powers. If such organizations do exist, the only proof is these occasional rumors, and it is anyone's guess as to whether these organizations have a greater aim in gathering werewolves in this way, let alone what

that goal might be.

NPC Reactions: Few classes occasion as much open and abject hatred, fear, and suspicion as the lycaonite. Most innkeepers would rather rent a room to a black-robed, pale-skinned necromancer or a drunken, unwashed, and savage barbarian than even feed a lycaonite, let alone sleep under the same roof. Lycaonites who are open about their curse quickly draw angry mobs of torch-and-pitchfork-wielding commoners. Luckily, most lycaonites are able to hide their true nature without too much difficulty, as long as they can keep from transforming in overly public places.

Lycaonite Lore: Characters with ranks in Knowledge (local) can research lycaonites to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 1-8: Lycaonite Lore

DC	Information
10	Lycaonites are supernatural warriors who master their inner rage and channel it into their fighting. It's said that not everyone is capable of becoming a lycaonite, but you don't know the exact requirement.
15	"Lycaonite" is another word for werewolf, used to hide their true nature and allow them to stay in human society like the proverbial wolf in sheep's clothing.
20	Not all werewolves are lycaonites, only those who actively try to master their inner beast. As a result, most lycaonites have powers in excess of the standard werewolf.
25	Many lycaonites have developed exceptional self-control, and are able to resist the werewolf's bloodlust.
30	Characters who achieve this level of success can learn important details about a specific lycaonite, the areas where he operates, and the kinds of activities he undertakes.

Lycaonites in the Game

For DMs: Lycaonites create a couple of situations which can complicate games, if not handled delicately. Firstly, in regards to a lycaonite's night-time transformations (see Sidebar: Handling Night-Time transformations for more information), a careful balance must be struck between ignoring this aspect of the character's lycanthropy and overusing it, or allowing it to become too much of a punishment or chore. Many lycaonite characters will quickly find ways to remain lucid during such transformations, which helps with this issue, but generally speaking, unless the player has taken steps to prevent night-time activities, DMs should try to include at least one meaningful night-time encounter (not necessarily a combat encounter, but always an entertaining one) per character level, generally "hand-waving" the rest with simplified rules or entirely without comment.

The other potential issue with lycaonites is that their "lunar" class features can be somewhat unwieldy. First, keeping track of the lunar cycle is important to the class's balance, but can slow down gameplay. In general, the lycaonite character should be responsible for keeping track of the lunar cycle, either on a scrap piece of paper or an empty section of his character sheet. Secondly, while these class features are designed to be fairly well-balanced despite having dramatic shifts in power, they can quickly become unbalanced if players are allowed to abuse them, such as if they only adventure three weeks (or, worse, only one) out of the cycle, simply "staying home" during the off-week. If your players are doing this, you should try talking to them about it, or else prevent them from resting by forcing them to deal with werewolf hunters, sudden monster attacks, or particularly proactive villains. Finally, any attempt to alter or halt the progression of the moon, or to use a setting's unique cosmology to achieve a similar effect (for example, a world with many moons), should not be tolerated.

Adaptations: If the lunar cycle proves too long-term for your game, you could consider adjusting the cycle, either by shortening all of the phases (besides the new and full moon) by a

proportionate number of days, or by simply removing the phases during which no bonuses or penalties are accrued. Note that either of these (especially the latter) will result in a slight increase in the class's overall power, as some of the lunar abilities (such as lunar vigor) provide only benefits, never drawbacks.

If you want a less "werewolf-focused" lycaonite, you could reduce the rate of bonus feats to 1 per 3 or even 1 per 4 class levels, giving extra skills, an animal companion, or even ranger spellcasting to compensate. Another thing to consider would be adding a slight bonus to natural armor (such as 1/4 or 1/5 class level), at the expense of a decreased hit dice or a reduction in base attack bonus, etc.

Feats:

The following feats are designed to simulate the various powers attributed to werewolves in legends, folklore, movies, books, and other media. In this way, a player may "build their own" were-wolf, selecting the feats whose

Werewolf, by Jesse Cutler

Sidebar: Why Use Lunar Abilities?

With all the drawbacks to lunar abilities pointed out, it should be clear that we didn't decide to use the "lunar" mechanic lightly. Though the mechanic is admittedly one of the more complicated class features, requires a certain amount of bookkeeping, and can be abused by players with ill intentions, we believe that these drawbacks will actually be relatively minor in most groups, and that the flavorful benefits of tying the class to a lunar cycle (as well as the novelty of a class which waxes and wanes in power on a regular basis) will outweigh them.

Table 2-1: Feats

Feats	Prerequisites	Benefits
Bestial Agility	Curse of the Beast	Channel the agility of a wolf.
Bestial Endurance	Curse of the Beast	Channel the endurance of a wolf.
Bestial Speed	Curse of the Beast	Channel the speed of a wolf.
Bestial Strength	Curse of the Beast	Channel the strength of a wolf.
Bestial Toughness	Curse of the Beast	Channel the toughness of a wolf.
Canine Hearing	Curse of the Beast	Your hearing improves.
Canine Vision	Curse of the Beast	Your vision improves.
Corpse Feeding	Curse of the Beast	By devouring corpses, you gain small benefits.
Consume Agility	Curse of the Beast, Corpse Feeding	By devouring corpses, your agility temporarily improves.
Greater Consume Agility	Curse of the Beast, Corpse Feeding, Consume Agility	You gain a greater bonus to agility from devouring corpses.
Consume Resistance	Curse of the Beast, Corpse Feeding	By devouring corpses, you gain a bonus to saving throws.
Greater Consume Resistance	Curse of the Beast, Corpse Feeding, Consume Resistance	You gain a greater bonus to saving throws from devouring corpses.
Devour Strength	Curse of the Beast, Corpse Feeding	By devouring corpses, you gain an increase to attack and damage.
Greater Devour Strength	Curse of the Beast, Corpse Feeding, Devour Strength	You gain even more power from devouring corpses.
Enduring Feeding	Curse of the Beast, Corpse Feeding, character level 11th	The benefits you gain from devouring corpses last longer.
Lesser Consume Defenses	Curse of the Beast, Corpse Feeding, character level 6th	By eating corpses, you gain DR 2/-.
Consume Defenses	Curse of the Beast, Corpse Feeding, Lesser Consume Defenses, character level 11th	By eating corpses, you gain DR 3/-.
Greater Consume Defenses	Curse of the Beast, Corpse Feeding, Lesser Consume Defenses, Consume Defenses, character level 16th	By eating corpses, you gain DR 4/-.
Quick Feeding	Curse of the Beast, Corpse Feeding, character level 6th	You can devour corpses more quickly than normal.
Taboo Recovery	Curse of the Beast, Corpse Feeding, character level 6th	You recover from various conditions by devouring corpses.
Greater Taboo Recovery	Curse of the Beast, Corpse Feeding, Taboo Recovery, character level 11th	You recover from more conditions by devouring corpses.
Vital Consumption	Curse of the Beast, Corpse Feeding	You gain temporary hit points from corpses.
Curse of the Beast	-	You transform into a wolf.

granted abilities and effects mirror the aspects of werewolf lore which the player is interested in exploring. In this way, each werewolf created using these feats will be unique, with powers and abilities which make it distinct from other werewolves built in the same fashion, and allowing a remarkable degree of character customization.

Werewolf Feats

Most of the feats listed in this book are werewolf

Cursed Bite	Curse of the Beast	Curse others with your bite.
Greater Cursed Bite	Curse of the Beast, Cursed Bite	The DC of your cursed bite increases.
Extended Transformation	Curse of the Beast	Your willing transformations last longer.
Improved Extended Transformation	Curse of the Beast, Extended Transformation, character level 6th	Your willing transformations last even longer.
Greater Extended Transformation	Curse of the Beast, Extended Transformation, Improved Extended Transformation, character level 11th	Your willing transformations last for hours.
Extra Transformation	Curse of the Beast	Make an extra daily transformation.
Greatwulf Form	Curse of the Beast, character level 6th	Transform into a massive wolf.
Howl of the Night Hunter	Curse of the Beast	You frighten foes with your howl.
Hybrid Form	Curse of the Beast, character level 6th	You transform into a frightening wolf-man.
Hybrid Pounce	Curse of the Beast, Hybrid Form, character level 11th	Make a full attack after charging in hybrid form.
Improved Low-Light Vision	Low-light vision	You can see farther with low-light vision.
Improved Scent	Scent special quality	Your sense of smell improves.
Lycanthropic Toughness	Curse of the Beast, character level 7th	You gain DR 2/silver.
Night-Eye	Curse of the Beast	You gain darkvision.
Night Healing	Curse of the Beast, character level 12th	You gain fast healing at night.
Paralyzing Gaze	Curse of the Beast, character level 9th	Your gaze can paralyze your prey.
Poisonous Bite	Curse of the Beast, character level 5th	Your fangs are poisonous.
Poisonous Claws	Curse of the Beast, Hybrid Form, Poisonous Bite, character level 9th	Your poison is also delivered by the claw attacks of your hybrid form.
Powerful Bite	Bite attack, base attack +8	Your bite deals more damage.
Practiced Transformation	Curse of the Beast, character level 3rd	Your transformations are less tiring.
Pull Down	Curse of the Beast, base attack +4	You can make a free trip attack with your bite.
Resist Transformation	Curse of the Beast	You can make a Will save to resist transforming.
Greater Resist Transformation	Curse of the Beast, Resist Transformation	You are adept at resisting unwilling transformations.
Silver Fang	Curse of the Beast	Your natural attacks count as silver and magic.
Tame the Inner Beast	Curse of the Beast	You are adept at remaining lucid as a wolf.
Wolf Empathy	Curse of the Beast	You can communicate with wolves.

feats, denoted by a "[Werewolf]" after the feat's name in it's description. Werewolf feats are not subject to any special rules, and there are no blanket prerequisites which are required to take a werewolf feat. This differentiation between werewolf feats and other kinds of feats is similar to the difference between combat feats and other feats, and serves mainly to make it easy to know which feats a lycaonite can take as a bonus feat.

Leader of the Pack	Curse of the Beast, Wolf Empathy, character level 5th	You can dominate wolves and similar animals.
Call of the Wild	Curse of the Beast, Leader of the Pack, Wolf Empathy, character level 5th	You can summon wolves and dire wolves to aid you in combat.
Improved Leader of the Pack	Curse of the Beast, Leader of the Pack	You can dominate more canines, and for longer.
Wolf Companion	Curse of the Beast, Leader of the Pack	You gain a wolf animal companion.
Greater Wolf Companion	Curse of the Beast, Leader of the Pack, Wolf Companion	Your wolf animal companion becomes more powerful.
Wolfen Gear	Curse of the Beast	Your gear melds into you when you transform.

Bestial Agility [Werewolf]
Prerequisite: Curse of the Beast
Benefit: Three times per day, while transformed with the Curse of the Beast feat, you may, as a free action, gain a +2 bonus to your Dexterity score for 1 minute per character level. At tenth level, this bonus increases to +4. This bonus is suppressed when you are not transformed.

Bestial Endurance [Werewolf]
Prerequisite: Curse of the Beast
Benefit: Three times per day, while transformed with the Curse of the Beast feat, you may, as a free action, gain a +2 bonus to your Constitution score for 1 minute per character level. At tenth level, this bonus increases to +4. This bonus is suppressed when you are not transformed.

Bestial Speed [Werewolf]
Prerequisite: Curse of the Beast
Benefit: Three times a day, while transformed with the Curse of the Beast feat, you may, as a free action, gain a +20 bonus to your movement speed for 1 minute per character level. At tenth level this bonus increases to +40. This bonus is suppressed when you are not transformed.

Bestial Strength [Werewolf]
Prerequisite: Curse of the Beast
Benefit: Three times per day, while transformed with the Curse of the Beast feat, you may, as a free action, gain a +2 bonus to your Strength score for 1 minute per character level. At tenth level, this bonus increases to +4. This bonus is suppressed when you are not transformed.

Bestial Toughness [Werewolf]
Prerequisite: Curse of the Beast
Benefit: Three times a day, while transformed with the Curse of the Beast feat, you may, as a free action, gain a +3 bonus to your natural armor for 1 minute per character level. At tenth level this bonus increases to +6. This bonus is suppressed when you are not transformed.

Call of the Wild [Werewolf]
Prerequisites: Curse of the Beast, Leader of the Pack, Wolf Empathy, character level 5th
Benefit: Once per day, as a standard action, you can call forth 1d8 wolves per 4 HD you possess (rounded down), or 1d6 dire wolves per 8 HD you possess (rounded down). For example, a character with 6 HD can call forth 1d8 wolves but can't call forth dire wolves until he or she has at least 8 HD. These creatures arrive in 2d6 rounds and serve you for up to 1 hour. After the hour, these wolves return to where they came from.

Canine Hearing [Werewolf]
Prerequisite: Curse of the Beast
Benefit: You gain a +5 bonus to Perception checks, except for Perception checks that rely solely on sight or other non-auditory components. At 10th level, this bonus increases to +10.
Special: If you have both Canine Vision and Canine Hearing, the effects do not stack. Instead, you gain a total of +7 to all Perception checks, which increases to +14 at 10th level.

Canine Vision [Werewolf]
Prerequisite: Curse of the Beast
Benefit: You gain a +5 bonus to Perception checks, except for Perception checks that rely solely on

sound or other non-visual components. At 10th level, this bonus increases to +10.
Special: If you have both Canine Vision and Canine Hearing, the effects do not stack. Instead, you gain a total of +7 to all Perception checks, which increases to +14 at 10th level.

Consume Agility [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain a +2 bonus on initiative checks and a +2 dodge bonus to AC for 10 minutes. If the corpse belonged to a sentient creature, this bonus lasts for 1 hour, instead. These bonuses do not stack, and consuming multiple corpses will not increase the bonus beyond +2. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.

Consume Defenses [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, Lesser Consume Defenses, character level 11th
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain DR 2/- for 10 minutes. If the corpse belonged to a sentient creature, you gain DR 3/-, instead. These bonuses do not stack, and consuming multiple corpses will not increase the damage reduction beyond 3/-. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.

Consume Resistance [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain a +1 bonus on all saving throws for 10 minutes. If the corpse belonged to a sentient creature, this bonus lasts for 1 hour, instead. These bonuses do not stack, and consuming multiple corpses will not increase the bonus beyond +1. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.

Corpse Feeding [Werewolf]
Prerequisite: Curse of the Beast
Benefit: You can consume the corpses of Small or larger creatures to gain additional vigor and energy. This process takes one minute, and provokes attacks of opportunity. The corpse must be relatively fresh: the creature cannot have been dead for more than a week. Additionally, the corpse must be mostly whole and consumed raw. In order to make use of this ability, you must be transformed with your Curse of the Beast class feature.

Additionally, whenever you consume the corpse of a sentient creature in this way, you are no longer exhausted after your werewolf transformation but are fatigued instead.
Normal: Eating corpses offers no special benefits.

Curse of the Beast [Werewolf]
Benefit: You can transform into a wolf, something which can occur both willingly and unwillingly on your part. Regardless of how the transformation occurs (see below), the effects are largely the same: you gain a +2 natural armor bonus, as well as a +2

Sidebar: Cannibalism in your Game

A number of the feats in this book provide incentives for player characters to consume the corpses of sentient creatures. These feats are designed to reflect the fact that the consumption of human corpses is a major part of werewolf lore. Medieval werewolves were almost universally known to be cannibals, consuming corpses in addition to attacking living victims, and it seemed inappropriate to ignore this fact for *Marchen der Daemonwulf*.

That said, it's important to be aware that many players may not feel comfortable exploring themes of cannibalism in their game. Before taking any of these feats, we strongly recommend talking to your DM and fellow players, to ensure that they won't be upset by such things. If you are a DM, you shouldn't hesitate to disallow these feats if either you, or one of your players, is uncomfortable with the idea of consuming corpses. If you determine in the middle of the game that a character's cannibalism is inhibiting someone's fun, that player's character should be allowed to retrain the offending feats.

racial bonus to Dexterity and Constitution. You also gain low-light vision and the scent special quality, your speed increases to 50 feet (or improves by 10 feet, if your speed is already 50 feet or greater), you gain a bite natural attack which deals 1d6 points of damage plus your Strength modifier, and you gain a +4 bonus to CMD versus trip attacks. This is a polymorph effect. Unlike other polymorph effects, your gear does not meld into your body with this transformation, but instead falls to the ground around you. While transformed, all spells and effects which care about your creature type treat you as though you were a magical beast instead. The only exception to this is if you are undead, in which case you are treated as a magical beast in addition to being treated as undead. Your type does not actually change, neither do your subtypes, and spells or effects which care about your subtypes still treat you as though you had those subtypes.

As a move action, you can willingly make this transformation a number of times per day equal to 1/4 your character level (minimum one). When you willingly transform, you remain lucid and self-aware throughout the transformation, and can act normally. When you transform in this way, the transformation lasts up to 1 minute per two character levels you possess (to a maximum of 10 minutes at 20th level).

You can also transform unwillingly. There are two kinds of unwilling transformations: battle transformations and nighttime transformations. In the case of battle transformations, whenever you are reduced to less than 1/2 your maximum hit points, you automatically transform as a free action. When you transform in this fashion, you are overcome by a powerful bloodthirst, and are not fully in control of your actions. Each round, you must attack at least one creature if able, and if no creatures are within range you immediately begin searching for something to kill. Once per minute, including the round you initially transform, you may make a Will save (DC 20) to become lucid, in which case you control your actions as normal. You may also make a new Will save each time you attack an ally (a successful save allows you to keep from attacking). Finally, you gain a +2 bonus on Will saves to become lucid for each creature you kill while transformed. These bonuses stack, but go away once you become lucid again. Once you do become lucid, the transformation lasts up to one minute before ending.

Nighttime transformations are somewhat different. Every night (not just during the full moon) you transform unwillingly at sunset over the course of a minute, during which you are staggered. You may make a Will save (DC 20) to become lucid, in which case you control your actions as normal. If you fail this save, your predatory instincts take over and you rush out into the night, traveling 1d6 miles and then hunting for a sentient creature to slay. You have no memory of or control over your actions during this time. See

Sidebar: Handling Nighttime Transformations

Because of the nature of nighttime transformations, they typically don't need to be detailed in full: for one thing, the character is unlikely to remember more than vague, hazy flashes of the events in question, and for another, it will likely be less than entertaining for the group as a whole to go through every excruciating detail of hunting down a level 2 commoner in the night. Though some DMs will be tempted to throw random encounters at the werewolf while he is alone and filled with bloodlust, this is generally considered to be bad form, unless the DM is certain that they are an appropriate challenge for the lone player, and is confident that the encounter will be fun and exciting for everyone involved.

In general, the DM should either determine on his or her own whether or not the werewolf manages to find and slay prey, and if so, what kind, or else should have the player make a Survival check, with a 15 or higher indicating that he found at least one victim. Also, the werewolf should return to wherever the PC was at the time of the transformation before sunrise, unless there is a good reason for things to be to the contrary. Finally, under no circumstances should the werewolf attack the other PCs while they are sleeping, which is why they travel 1d6 miles before beginning their hunt.

Sidebar: Handling Nighttime Transformations for more information on these excursions. Regardless of whether or not you are lucid, this transformation lasts until sunrise. If you are already transformed when sunset occurs, you remain in wolf form but must still make the Will save to stay (or become) lucid.

Once you become lucid, you may end your transformation at any time as a full-round action, regardless of what caused you to transform. Once your transformation ends, you are exhausted for one minute, after which you are fatigued for 10 minutes. You cannot perform a willing transformation while exhausted or fatigued.
Special: If you are afflicted by the curse of lycanthropy, you may choose to retrain a feat you possess and take this feat. If you do so, you no longer suffer from the curse of lycanthropy. The Curse of the Beast feat cannot be retrained without aid of spells such as remove curse or heal, regardless of how it was gained. Finally, if you have the curse of lycanthropy, you count as having this feat for the purposes of prerequisites which require it.
Special: For the purposes of prerequisites for feats or prestige classes, you count as possessing all the special attacks which you possess while transformed (such as a bite attack, the scent special quality, and so on). If you only qualify for a feat or prestige class while transformed, you only gain the benefits of that feat or prestige class while you are transformed.

Cursed Bite [Werewolf]
Prerequisites: Curse of the Beast
Benefit: Your bite attack in wolf or hybrid form now can infect a humanoid target with the lycanthropy curse (Fortitude DC 15 negates). If the victim's size is more than one size category away from you, this ability has no effect. See the Pathfinder Roleplaying Game Core Rulebook for more information on the lycanthropy curse.
Special: Natural wolf lycanthropes count as having this feat for the purposes of prerequisites which require this feat.

Devour Strength [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain a +1 bonus on attack and damage rolls for 10 minutes. If the corpse belonged to a sentient creature, this bonus lasts for 1 hour, instead. These bonuses do not stack, and consuming multiple corpses will not increase the bonus beyond +1. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.

Enduring Feeding [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, character level 11th
Benefit: When you consume the corpse of a sentient creature with the Corpse Feeding feat, the benefits last 12 hours, or until the next sunrise, whichever comes first. This does not prevent benefits from becoming suppressed while you are not transformed with the Curse of the Beast feat.
Normal: Typically, benefits accrued from consuming the corpses of sentient creatures last for up to 1 hour.

Extended Transformation [Werewolf]
Prerequisite: Curse of the Beast
Benefit: The duration of your willing transformations is increased to 1 minute per character level.
Normal: The duration of your willing transformations is 1 minute per 2 character levels.

Extra Transformation [Werewolf]
Prerequisite: Curse of the Beast
Benefit: You can make one additional willing transformation per day.
Special: You can take this feat multiple times. Its effects stack.

Greater Consume Agility [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, Consume Agility
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain a +4 bonus on initiative checks and a +4 dodge bonus to AC for 10 minutes. If the corpse belonged to a sentient creature, this bonus lasts for 1 hour, instead. These bonuses do not stack, and consuming multiple corpses will not increase the bonus beyond +4. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.
Normal: Eating corpses offers no special benefits.

Greater Consume Defenses [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, Consume Defenses, Lesser Consume Defenses, character level 16th
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain DR 3/- for 10 minutes. If the corpse belonged to a sentient creature, you gain DR 4/-, instead. These bonuses do not stack, and consuming multiple corpses will not increase the damage reduction beyond 4/-. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.
Normal: Eating corpses offers no special benefits.

Greater Consume Resistance [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, Consume Resistance
Benefit: Whenever you consume a corpse with your Corpse Feeding feat, you gain a +2 bonus on all saving throws for 10 minutes. If the corpse belonged to a sentient creature, this bonus lasts for 1 hour, instead. These bonuses do not stack, and consuming multiple corpses will not increase the bonus beyond +2. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.
Normal: Eating corpses offers no special benefits.

Greater Cursed Bite [Werewolf]
Prerequisites: Curse of the Beast, Cursed Bite
Benefit: The DC to resist your lycanthropy curse is now 10 + 1/2 your HD + your Wisdom modifier. Additionally, your lycanthropy curse can now infect dragons, fey, monstrous humanoids, outsiders, and corporeal intelligent undead in addition to still being able to affect humanoids. Finally, your curse can now affect victims regardless of their size.

Greater Devour Strength [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, Devour Strength, character level 6th
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain a +2 bonus to attack and damage for 10 minutes. If the corpse belonged to a sentient creature, this bonus lasts for 1 hour, instead. These bonuses do not stack, and consuming multiple corpses will not increase the bonus beyond +2. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.

Greater Extended Transformation [Werewolf]
Prerequisite: Curse of the Beast, Improved Extended Transformation, character level 11th
Benefit: The duration of your willing transformations is increased to 1 hour per character level.
Normal: The duration of your willing transformations is 1 minute per 2 character levels.

Greater Resist Transformation [Werewolf]
Prerequisite: Curse of the Beast, Resist Transformation
Benefit: You gain a +4 bonus on Will saving throws to resist involuntary transformations brought on by the Curse of the Beast feat. In addition, once per day you may re-roll a Will save made to resist such a transformation.

Greater Taboo Recovery [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, Taboo Recovery, character level 11th
Benefit: Whenever you consume the corpse of a sentient creature you are immediately cured of all poisons, as well as all confusion and insanity effects, and can remove up to one negative level.

Greater Wolf Companion [Werewolf]
Prerequisites: Curse of the Beast, Leader of the Pack, Wolf Companion, Wolf Empathy, character level 11th
Benefit: Your wolf animal companion gains one template of your choice from the following list: celestial, fiendish, and giant. Additionally, your wolf animal companion gains the empathic link ability of wizard familiars and spell resistance equal to your character level + 5, and becomes a magical beast for the purposes of determining which spells affect it.

Greatwulf Form [Werewolf]
Prerequisite: Curse of the Beast, character level 6th
Benefit: When you transform with the Curse of the Beast feat, you may choose to adopt a greatwulf

Werewolf, by BetaCarrier

form rather than the standard wolf form. You may make this choice any time you transform, even if the transformation is involuntary.

When in greatwulf form, in addition to the benefits and drawbacks of the normal transformation, you gain a +4 racial bonus to Strength, your racial bonus to Constitution increases to +4, and your natural armor bonus increases to +6. While in greatwulf form you gain a +1 bonus on CMB and CMD, and your bite now does 1d8. Finally, you take up a 10-foot square instead of a 5-foot square.
Special: All other benefits and drawbacks of the Curse of the Beast feat still apply.

Howl of the Night Hunter [Werewolf]
Prerequisite: Curse of the Beast
Benefit: Once per day, as a standard action which doesn't provoke attacks of opportunity, you can let loose a fearsome howl. All creatures within 120 feet which can hear you must succeed on a Will save (DC 10 + 1/2 your hit dice + your Charisma modifier) or become frightened. If the creature has at least 5 fewer hit dice than you do, it is panicked instead. The effect lasts for 1 minute. Even if the creature succeeds on its saving throw, it is still shaken for a number of rounds equal to your Charisma modifier.
Special: You can take this feat more than once. Each time you do, you gain an additional use of this ability each day.

Hybrid Form [Werewolf]
Prerequisite: Curse of the Beast, character level 6th
Benefit: When you transform with the Curse of the Beast feat, you may choose to adopt a hybrid form—a monstrous beast which is a cross between a human and a wolf—rather than the standard wolf form. You may make this choice any time you transform, even if the transformation is involuntary.

When in hybrid form, you are treated as having the humanoid and magical beast creature types in addition to any other creature types you possess. This transformation does not affect your gear, which stays equipped. While in hybrid form, you do not gain the normal benefits of your werewolf transformation. Instead, you gain the following benefits: you gain a +2 racial bonus to Strength and Constitution, the scent special quality, low-light vision, a primary bite attack which deals 1d6 points of damage if you are Medium, and two primary claw attacks which deal 1d6 points of damage if you are Medium. Your claws allow enough fine manipulation to wield weapons, but are clumsy and awkward when employed in this way, and so impose a -2 penalty to attack rolls made with held weapons. You cannot make a claw attack with a hand that is holding a weapon. If you do choose to wield a weapon, any natural attacks you make are treated as secondary attacks.
Special: All other benefits and drawbacks of the Curse of the Beast feat still apply.

Hybrid Pounce [Werewolf]
Prerequisites: Curse of the Beast, Hybrid Form, base attack bonus +11
Benefit: When you make a charge while in your hybrid form, you may make a full attack. This full attack may only include natural attacks.
Normal: Normally, when charging, you may make only a single attack.

Improved Extended Transformation [Werewolf]
Prerequisite: Curse of the Beast, Extended Transformation, character level 6th
Benefit: The duration of your willing transformations is increased to 10 minutes per character level.
Normal: The duration of your willing transformations is 1 minute per 2 levels.

Improved Leader of the Pack [Werewolf]
Prerequisites: Curse of the Beast, Leader of the Pack
Benefit: The dominate animal ability granted by Leader of the Pack can now affect wolf-like magical beasts as if they were animals, and the duration increases to 1 hour per level from 1 minute per level.

Improved Low-Light Vision
Prerequisite: Low-light vision special quality
Benefit: You can see four times as far as normal in dimly-lit conditions. Additionally, you gain a +2 bonus to Perception checks made in dimly-lit

conditions.

Improved Scent [Monster]
Prerequisite: Scent special quality
Benefit: Your scent special quality functions at twice the normal range (including the ranges for upwind, downwind, and pinpointing location). Further, you gain an additional +4 bonus to Survival when tracking by scent.

Additionally, as long as you can smell a creature, you may make a Knowledge check of the appropriate type to identify the creature, even if you aren't trained. You gain a +5 bonus on Knowledge checks made in this way. Finally, your sense of smell allows you to recognize individuals you have met based on their scent, which may foil disguises which do not include a scent component, and further grants you a +4 bonus on Will saves versus illusion effects which do not include a scent component.

Leader of the Pack [Werewolf]
Prerequisites: Curse of the Beast, Wolf Empathy, character level 5th
Benefit: You gain the ability to use dominate animal, but only on wolves and similar canine creatures, such as dire wolves; in addition, the duration is increased to 1 minute per character level. You can use this ability 3 times per day as a spell-like ability. The caster level is equal to your character level and the save DC is Charisma-based.
Special: This feat can be taken multiple times. Each additional time it is taken, it grants one more use of dominate animal.

Lesser Consume Defenses [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, character level 6th
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain DR 1/- for 10 minutes. If the corpse belonged to a sentient creature, you gain DR 2/-, instead. These bonuses do not stack, and consuming multiple corpses will not increase the damage reduction beyond 2/-. These bonuses are suppressed any time you are not transformed with the Curse of the Beast feat.

Lycanthropic Toughness [Werewolf]
Prerequisites: Curse of the Beast, character level 7th
Benefit: You gain damage reduction 2/silver while you are in your wolf or hybrid form.
Special: This feat can be taken multiple times. Each additional time it is taken, your damage reduction increases by 1/silver.

Night-Eye [Werewolf]
Prerequisite: Curse of the Beast
Benefit: You gain darkvision 60 feet. If you already possess darkvision, your existing darkvision extends an additional 60 feet.
Special: You may take this feat multiple times, increasing the range of your darkvision by 60 feet each time you do so.

Night Healing [Werewolf]
Prerequisites: Curse of the Beast, character level 12th
Benefit: You gain fast healing equal to 1/4 your character level, rounded down. This fast healing only functions at night while you are in your wolf or hybrid form.

Paralyzing Gaze [Werewolf]
Prerequisite: Curse of the Beast, character level 9th
Benefit: As a standard action which doesn't provoke attacks of opportunity, you can attempt to paralyze a single target within 60 feet which can see you. The target must succeed on a Fortitude save (DC 10 + 1/2 your hit dice + your Charisma modifier) or be paralyzed for 1 minute. This is a mind-affecting fear effect. You may use this ability a number of times per day equal to your Charisma modifier (minimum 1).
Special: Targets who are forewarned of this attack may avert their gaze to protect themselves from this attack as though it were a gaze attack, but it is not actually a gaze attack, and is not used passively the way a gaze attack can be. See the Pathfinder Bestiary for more information on gaze attacks.

Poisonous Bite [Werewolf]
Prerequisites: Curse of the Beast, character level 5th

Benefit: Three times per day, you can secrete a poison which coats your fangs as a swift action. This poison persists on your fangs for 1 minute, and your bite delivers the poison with each attack for the duration of the effect. If you do not have a bite attack when you use this ability, this ability has no effect. This poison deals Strength or Dexterity damage (you make this choice when you take this feat. The ability score chosen cannot be changed later). You are immune to your own poison. The poison you secrete cannot be collected or preserved.
Werewolf poison—injury; save Fort (DC 10 + 1/2 your HD + your Con modifier); frequency 1/round for 6 rounds; effect 1d4 Strength or Dexterity damage; cure 1 save. The save DC is Constitution-based.
Special: This feat can be taken multiple times. Each time it is taken, you gain one additional use of this ability.

Poisonous Claws [Werewolf]
Prerequisites: Curse of the Beast, Hybrid Form, Poisonous Bite, character level 9th
Benefit: When you secrete poison with the Poisonous Bite feat, you may choose to also coat your claws. If you do so, this is a move action instead of the normal swift action, and uses an additional use of your daily allotment of poison. You also gain one additional use of your poison per day.

Powerful Bite [Monster]
Prerequisites: Bite attack, base attack bonus +8
Benefit: The Strength bonus to damage for your bite attack is now 1-1/2 times your Strength bonus (even if you have more than one attack). If your bite attack is a secondary attack, the bonus is instead equal to your Strength modifier.
Normal: Most bite attacks use 1-1/2 times your Strength bonus if they are your only attack, but otherwise use your Strength bonus or (if your bite attack is a secondary attack) 1/2 your Strength bonus.

Practiced Transformation [Werewolf]
Prerequisite: Curse of the Beast, character level 3rd
Benefit: When your werewolf transformation ends, you are only exhausted for one round and fatigued for one minute.
Normal: Normally, you are exhausted for one minute and then fatigued for 10 minutes after your werewolf transformation.

Pull Down [Werewolf]
Prerequisites: Curse of the Beast, base attack +4
Benefit: When in your wolf or hybrid form you gain the trip special attack with your bite attack. See the Pathfinder Bestiary for more information on the trip special attack.
Special: If you can make more than one bite attack each round, you may only use this feat for one of those attacks. You must declare that you are using this ability before making the attack roll. In the case of a miss, this ability is wasted for that round.

Quick Feeding [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, character level 6th
Benefit: You can consume a corpse with the Corpse Feeding feat as a full-round action which provokes attacks of opportunity.
Normal: Consuming a corpse with the Corpse Feeding feat requires 1 minute.

Resist Transformation [Werewolf]
Prerequisite: Curse of the Beast
Benefit: When you would involuntarily transform into a werewolf, you may attempt a Will saving throw (DC 20) to avoid transforming. If you do transform, you may still make a separate Will save to remain lucid.
Normal: When you would involuntarily transform into a werewolf, you cannot resist the effect.

Silver Fang [Werewolf]
Prerequisites: Curse of the Beast
Benefit: When in your wolf or hybrid form, all of your natural attacks count as magic and silver for the purposes of bypassing damage reduction and suppressing regeneration.

Taboo Recovery [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding, character level 6th
Benefit: Whenever you consume the corpse of a

sentient creature you recover from fatigue, exhaustion, any fear effects, and confusion.

Tame the Inner Beast [Werewolf]
Prerequisite: Curse of the Beast
Benefit: You gain a +2 bonus on Will saves to become lucid while transformed. Additionally, once you successfully become lucid, you may remain transformed until the next sunrise, even if the effect would normally end before then (such as with a battle transformation). If, during this time, you would be forced to transform again, you must succeed on the appropriate Will save or be immediately affected by the bloodlust once again.

Vital Consumption [Werewolf]
Prerequisite: Curse of the Beast, Corpse Feeding
Benefit: Whenever you consume a corpse with the Corpse Feeding feat, you gain 1 temporary hit point per hit dice the creature possessed. These temporary hit points are lost after 10 minutes. If the corpse belonged to a sentient creature, you instead gain 2 temporary hit points per hit dice the creature possessed, and they last for 1 hour before fading.

Wolf Companion [Werewolf]
Prerequisites: Curse of the Beast, Wolf Empathy, Leader of the Pack
Benefit: You form a close bond with a wolf, which becomes your wolf animal companion. This wolf is a loyal companion that accompanies you on your adventures. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that your effective druid level is equal to your character level – 3.
Special: If you already have an animal companion, this feat does not grant you a second animal companion. If your existing animal companion is a wolf, its abilities are calculated as though your class level were three higher, to a maximum of your character level.

Wolf Empathy [Werewolf]
Prerequisites: Curse of the Beast
Benefits: In any form, you can communicate and empathize with wolves and other similar canines such as dire wolves, worgs, and winter wolves. You can use Diplomacy to alter such an animal or magical beast's attitude, and when so doing gain a +4 racial bonus on the check. Also, you can speak with these animals as if you were constantly under the effect of the spell *speak with animals*.
Special: The bonuses granted by this feat stack with the lycanthropic empathy special quality of natural and afflicted werewolves in the Pathfinder Bestiary.

Wolfen Gear [Werewolf]
Prerequisite: Curse of the Beast
Benefit: Your gear melds into you when you transform into a wolf with the Curse of the Beast feat, as described under the polymorph subschool description (see the Pathfinder Roleplaying Game Core Rulebook for more information).
Normal: Your gear does not meld into you when you transform into a wolf with the Curse of the Beast feat.

Magic Items:

Magic Weapon Special Abilities
The following special abilities can be added to magic weapons. They are governed by the same rules as other magic weapon special abilities, as described in the Pathfinder Roleplaying Game Core Rulebook.

Shifting: Weapons with this quality are highly prized by shapeshifters of all kinds. A *shifting* weapon can transfer all of its magical properties to the natural attacks of shapeshifters when they shapeshift. The weapon's abilities and enhancement bonus are applied to a single natural attack per five points of base attack bonus the wielder possesses, rounded down (minimum 1). In this way, a creature with two claw attacks would need a base attack bonus of +10 in order to apply the weapon's bonus to both claws. An attack cannot benefit from both a *shifting* weapon and an *amulet of might fists* at the same time.
Strong transmutation; CL 13th; Craft Arms and Armor, *magic weapon*; Price +3 bonus.

Wolfsbane: Weapons with this quality have the power to force werewolves to return to their natural state. Whenever a werewolf is hit by a wolfsbane weapon, it must succeed on a Will save (DC 18) or return to its natural form.
Moderate transmutation; CL 11th; Craft Weapons and Armor, *baleful polymorph*; Price +2 bonus.

Wondrous Items

The following werewolf-related wondrous items can be found in most places where magic items tend to be available.

COLLAR OF UNCHANGING FORM

Aura moderate transmutation; **CL** 11th
Slot neck; **Price** 5,400 gp; **Weight** 1 lb.

DESCRIPTION

This silver collar has the power to restrict the shape-shifting power of werewolves. The collar, once attached, cannot be removed without a either a DC 25 Disable Device check, a successful combat maneuver against CMD 25, or the spoken command word. While the collar is worn, the wearer is unable to change form through magical or supernatural means, including spells, spell-like abilities, supernatural abilities, or any extraordinary abilities the creature possesses. This does not prevent the creature from being transformed by magical means by other creatures (such as the *baleful polymorph* spell), only transformations initiated by the creature itself.

CONSTRUCTION

Requirements Craft Wondrous Item, *baleful polymorph* ; **Cost** 2,700 gp

WOLFSBANE AMULET

Aura faint abjuration; **CL** 3rd
Slot neck; **Price** 4,100 gp; **Weight** 1 lbs.

DESCRIPTION

The wolfsbane amulet resembles a simple golden chain with a wolf's head pendant, and provides a number of useful effects for those who wish to fight werewolves. First, the wearer is made aware of the presence of any werewolves within 30 feet of him, regardless of whether or not they are in their natural form. By spending a full round concentrating, he can identify the exact location of the werewolf. Second, the wearer receives a +2 deflection bonus to AC against werewolves of all forms. Finally, once per day, the wearer can invoke the amulet to provide him with a sheltering effect that functions identically to the *sanctuary* spell (DC 15), but only affects werewolves.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect evil* , *protection from evil* , *sanctuary* ; **Cost** 2,050 gp

WOLF BELT

Aura faint transmutation; **CL** 5th
Slot waist; **Price** 20,400 gp; **Weight** 1 lb.

DESCRIPTION

The wolf belt is a well-crafted belt made form the cured hide of a large dark grey or black wolf. The wolf belt grants its wearer a +4 competence bonus on Stealth checks, and allows the user to assume the form of a wolf three times per day as a standard action. This ability is identical to the spell *beast shape I*, except that you can only transform into a wolf or similar canine, the wolf form you assume has no tail (making it easy to distinguish from other wolves), and you may speak normally while so transformed.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape I* ; **Cost** 10,200 gp

WOLF PELT

Aura moderate transmutation; **CL** 7th
Slot shoulders; **Price** 60,800 gp; **Weight** 15 lbs.

DESCRIPTION

The wolf pelt is a cloak made form the hide of a sinister-looking, jet black dire wolf. While donned, the cloak transforms its wearer into a dire wolf as though affected by *beast shape II*, except that the wolf form you assume has no tail (making it easy to distinguish from other wolves), and you may speak normally while so transformed. This is a constant effect. The wearer also receives a +4 competence bonus on Stealth and Survival checks. The pelt can be removed as a move action, returning the user to his or her original form.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape II* ; **Cost** 30,400 gp

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